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Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

All rules 76 Vulnerability 5 Bug 9 Security Hotspot 1 Code Smell 61

Tags

Search by name...

Security.allowDomain(...) should only be used in a tightly focused manner

Vulnerability

The flash.system.Security.exactSettings property should never be set to false

Vulnerability

Dynamic classes should not be used

Code Smell

"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed

Vulnerability

"default" clauses should be first or last

Code Smell

Event types should be defined in metadata tags

Code Smell

Event names should not be hardcoded in event listeners

Code Smell

The special "star" type should not be used

Code Smell

Variables of the "Object" type should not be used

Code Smell

Methods should not be empty

Code Smell

Constant names should comply with a naming convention

Code Smell

All branches in a conditional structure should not have exactly the same implementation

Bug

Classes that extend "Event" should

"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed

Analyze your code

Vulnerability Critical

A LocalConnection object is used to invoke a method in another LocalConnection object, either within a single SWF file or between multiple SWF files. This kind of local connection should be authorized only when the origin (domain) of the other Flex applications is perfectly defined.

Noncompliant Code Example

```
localConnection.allowDomain( "*" );
```

Compliant Solution

```
localConnection.allowDomain( "www.myDomain.com" );
```

Available In:

sonarcloud | sonarqube

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<div>override "Event.clone()"</div> <div> Bug</div>
<div>Constructors should not dispatch events</div> <div> Bug</div>
<div>"ManagedEvents" tags should have companion "Event" tags</div> <div> Bug</div>
<div>Objects should not be instantiated inside a loop</div> <div> Code Smell</div>
<div>Two branches in a conditional structure should not have exactly the same implementation</div> <div> Code Smell</div>
<div>Constructor bodies should be as lightweight as possible</div> <div> Code Smell</div>
<div>Only "while", "do" and "for" statements should be labelled</div> <div> Code Smell</div>
<div>Statements, operators and keywords specific to ActionScript 2 should not be used</div> <div> Code Smell</div>
<div>"for" loop stop conditions should be invariant</div> <div> Code Smell</div>
<div>Unused function parameters should be removed</div> <div> Code Smell</div>